

Microservice Architecture

Monolith Application

- Server side system based on single application.
- Easy to manage (?)
- Highly dependent
- Same language / database / framework
- Scalability - Vertical not horizontal







PURCHASING



CUSTOMER WEB PORTAL



CRM & SALES

ERP

ENTERPRISE RESOURCE
PLANNING



MANUFACTURING



DISTRIBUTION



FINANCE



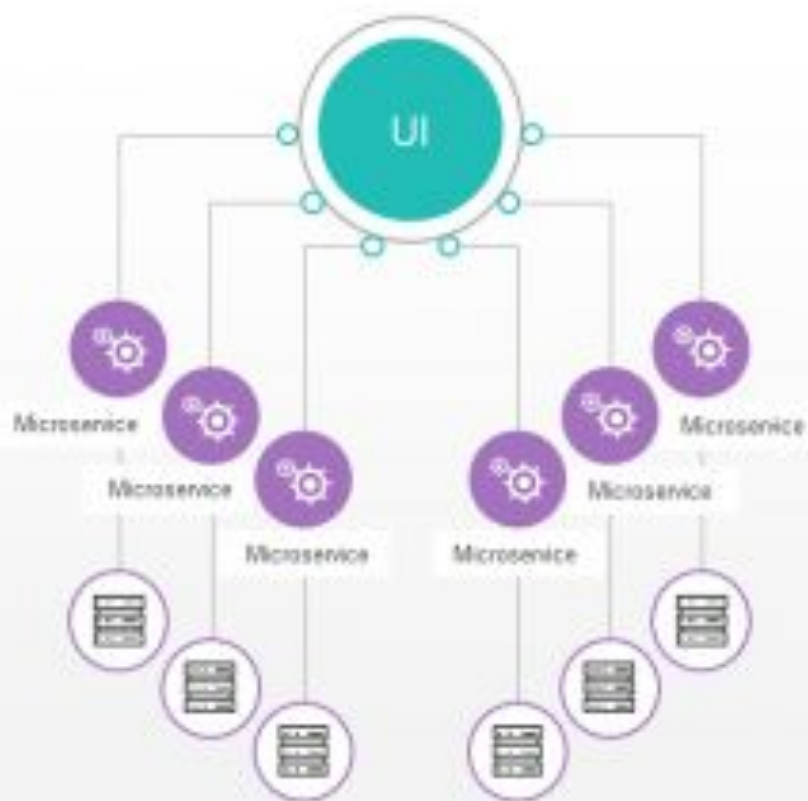
DASHBOARDS



TIME & PROJECTS



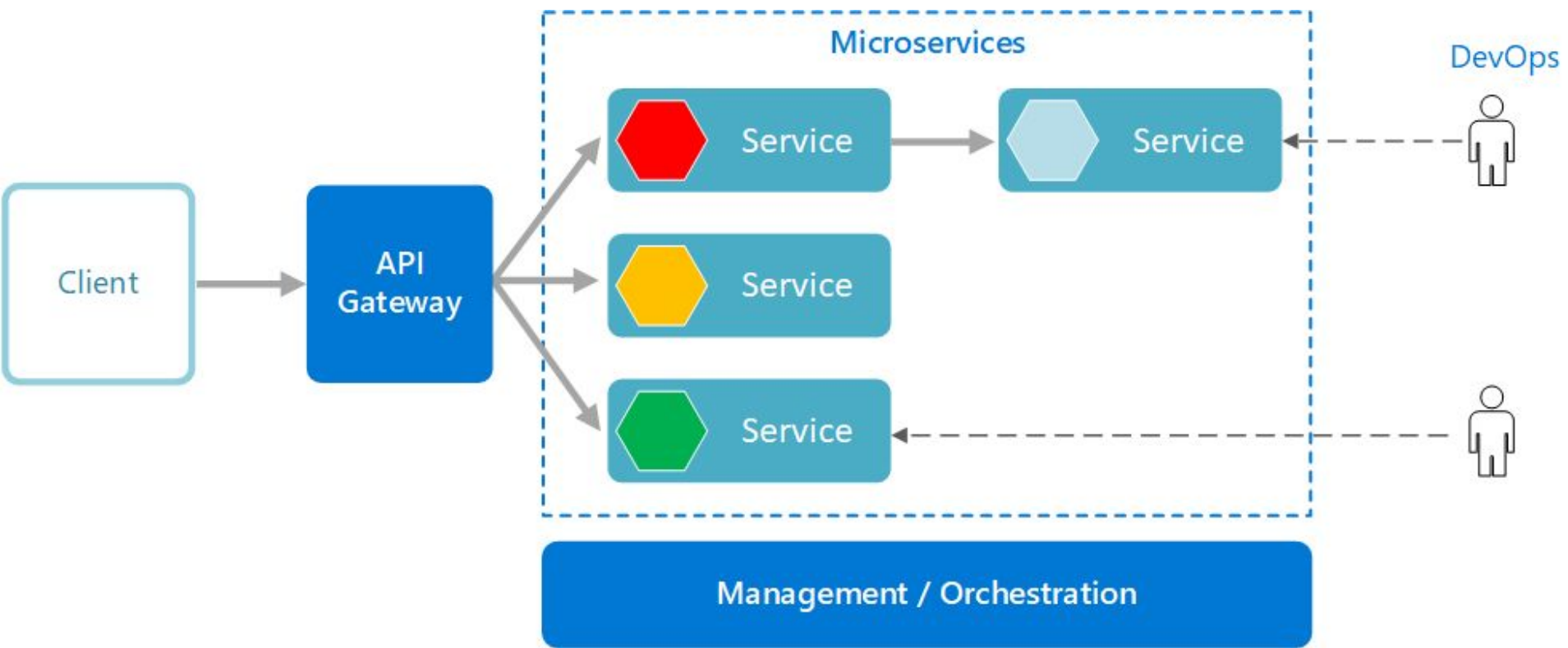
Monolithic Architecture



Microservices Architecture

Micro Services

- Every app is an own service
- Own hardware
- Communicate via API / Message Queues / Service Brokers
 - Should not be cross database queries
- Horizontal and Vertical scaling JBHD
- Less risk in change
- Agile development



- Microservices are small, independent, and loosely coupled. A single small team of developers can write and maintain a service.
- Each service is a separate codebase, which can be managed by a small development team.
- Services can be deployed independently. A team can update an existing service without rebuilding and redeploying the entire application.
- Services are responsible for persisting their own data or external state. This differs from the traditional model, where a separate data layer handles data persistence.
- Services communicate with each other by using well-defined APIs. Internal implementation details of each service are hidden from other services.
- Supports polyglot programming. For example, services don't need to share the same technology stack, libraries, or frameworks.

[Microservices architecture design - Azure Architecture Center | Microsoft Learn](#)

[Top 10 Microservices Patterns That Every Developer Should Know - GeeksforGeeks](#)

Introduction to Microservices

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